

Sap - Sam

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Sap Sam is a poker card game played against the house using a standard 52 card deck to make four thirteen card hands. The objective is to arrange thirteen cards into three separate poker hands in an effort to maximize their combined poker value. The game has three players and the house position. The thirteen cards are separated into three hands, two having five cards and one having three cards. Each of the players competes, one on one, against the house hand. The object of the game is for the player to arrange thirteen dealt cards into three hands ("setting" the cards). The three hands are identified as "**Back**", "**Middle**" and "**Front**". The thirteen cards must be set in such a way so that the player's five-card ("**Back**") hand scores a higher value than the five-card ("**Middle**") hand and the player's five-card ("**Middle**") hand scores a higher value than the three-card ("**Front**") hand. **Sap Sam** has one BET. For the "**Overall**" bet the player must beat the dealer 2 out of 3 hands in order to win. (Dealer takes pushes)

- 1) Ranking of cards from high to low is as follows, is **ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2**. There is **no** ranking between the suits.
- 2) Ranking of FIVE card poker hands from high to low is as follows;
 - a) **Royal Flush** - ace, king, queen, jack, ten, all in the same suit
 - b) **Straight Flush** - Five cards of the same suit in sequence (Between two straight flushes, the one containing the higher top card is higher.)
 - c) **Four of a kind** - Four cards of the same rank (The fifth card can be any card that does not match.)
 - d) **Full House** - This consists of three cards of one rank and two cards of another rank.
 - e) **Flush** - Five cards of the same suit. (When comparing two flushes, the highest card determines which is higher.)
 - f) **Straight** - Five cards of mixed suits in sequence. (When comparing two sequences, the one with the higher ranking top card is better.)(A,2,3,4,5, is always the lowest strait possible)
 - g) **Three of a Kind** - Three cards of the same rank plus two other cards that do not match any other.

- h) **Two Pairs** - A pair is two cards of equal rank. In a hand with two pairs, the two pairs are of different ranks and a fifth card that does not match any other.
 - i) **Pair** - A hand with two cards of equal rank and three other cards which do not match these or each other.
 - j) **High Card** - Five cards which do not form any of the combinations listed above. (When comparing two such hands, the one with the better highest card wins. If the highest cards are equal; the second cards are compared; if they are equal also; the third cards are compared, and so on.)
- 3) Ranking of a THREE card poker hand is as follows;
- a) **Three of a Kind** - Three cards of the same rank.
 - b) **Pair** - A hand with two cards of equal rank and one other card which do not match.
 - c) **High Card** - Three cards which do not form any of the combinations listed above. (When comparing two such hands, the one with the better highest card wins. If the highest cards are equal; the second cards are compared; if they are equal also; the third cards are compared.)
- 4) All bets must be placed prior to the delivery of the first card.
- 5) There will be **DEAL** button that will determine the delivery of the first cards. The dealer button will proceed in a counter clockwise fashion around the table to each position. After a completion of a round of play the button will be moved to the next counter-clockwise position.
- 6) Cards will be shuffled according to house policy
- 7) Cards will be delivered from Shuffle machine.
- 8) Once cards are shuffled and placed in the shoe the dealer will deliver thirteen cards to the position with the deal button. Then continue on until all positions have received thirteen cards including the house position.
- 9) Once cards are delivered players may set their hands.
- 10) Once all players have set their cards the dealer will set the house hand according to "**House Way**".
- 11) Once the dealer has set the house hand he will compare the house hands to the players' hands starting with the player to the dealer's right. And beginning with the "**Back**" hand continuing to the "**Front**" hand.
- 12) The player must win two out of three hands in order to receive even money on the "**BET**", minus a five % commission payable to the house.
- 13) If the player only wins one part of the **Front, Middle, or Back** they then lose the hand

14) **HOUSE WAY**

a) Once the dealer has set the hand. The hand will not be re-set.

Misdeals:

A misdeal can occur in the following situations:

- A dealer has exposed five or more cards of one players hand.
- Any one hand is dealt the wrong number of cards.
- Any hand(s) delivered to the wrong seat and no hand was opened

Improperly set hands:

- A hand is set improperly in each of the following situations:
- Any part of the three segment hands has the wrong number of cards.
- Any part of the three segment hands are set out of ranking order.
- Any player that sets his or her hand improperly has “fouled” the hand and automatically loses the hand